```
eunix: whoami
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                                                                                            <sup>1</sup> Last updated July 29, 2020
                                                                                            ⟨* 1a⟩≡
                                                                                    1a
   A reimplementation of whoami for my own edification.
                                                                                               (Include headers. 2a)
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The main Function
\langle Define \ the \ main \ function. \ 1b \rangle \equiv
  int main(int argc, char *argv[])
       \langle Process\ given\ options.\ 3c \rangle
       ⟨Print the user name associated with the current effective user ID. 3e⟩
       return 0;
  }
This code is used in chunk 1a.
  argc, used in chunk 3c.
  argv, used in chunk 3c.
  main, never used.
```

1b

#### Include Headers

2a

Include the core input and output functions from the C standard library.

```
\langle Include\ headers.\ 2a \rangle \equiv
           #include <stdio.h>
        This definition is continued in chunk 2.
        This code is used in chunk 1a.
        Defines:
           EOF, used in chunk 3c.
           printf, used in chunk 4d.
           From sys/types.h import uid_t, a data type for user IDs.
2b
        \langle Include\ headers.\ 2a \rangle + \equiv
           #include <sys/types.h>
        This code is used in chunk 1a.
        Defines:
           uid_t, used in chunk 3.
           From pwd.h import the struct, passwd, which notably includes the
        member, pw_name, and has a constructor function, getpwuid.
        \langle Include\ headers.\ 2a \rangle + \equiv
2c
           #include <pwd.h>
        This code is used in chunk 1a.
        Defines:
           getpwuid, used in chunk 4c.
           passwd, used in chunk 3e.
           pw→pw_name, used in chunk 4e.
           From unistd.h import the function, geteuid, which returns the
        effective user ID of the calling process.
        \langle Include\ headers.\ 2a \rangle + \equiv
2d
           #include <unistd.h>
        This code is used in chunk 1a.
        Defines:
           geteuid, used in chunk 4a.
           Include the GNU getopt function from the GNU C Library.
        \langle Include\ headers.\ 2a \rangle + \equiv
2e
           #include <getopt.h>
        This code is used in chunk 1a.
        Defines:
           getopt, used in chunk 3c.
```

"The getopt function gets the next option argument from the argument list specified by the argv and argc arguments. Normally these values come directly from the arguments received by main." - GNU, 2017

## The usage Function

3b

Define the usage function, which displays information about how to use whoami.

```
\langle Define \ the \ usage \ function. \ 3b \rangle \equiv
  void usage()
   {
       fprintf(stderr, "Try 'whoami -help' for more information.\n");
  }
This code is used in chunk 1a.
Defines:
   usage, used in chunk 3.
```

## Processing Options

If any options are given, complain about the first one (via getopt), print the usage information, and return a nonzero status code.

```
3c
        \langle Process \ given \ options. \ 3c \rangle \equiv
           if (getopt(argc, argv, "") \neq EOF) {
                usage();
                return 1;
           }
        This code is used in chunk 1b.
        Uses argc 1b, argv 1b, EOF 2a, getopt 2e, and usage 3b.
```

## Printing the Current User's Name

Define a constant, NO\_UID, to represent the case when geteuid returns -1, which in whoami will signify failure to find the user ID.

```
3d
         \langle Define\ constants.\ 3d \rangle \equiv
            uid_t NO_UID = -1;
         This code is used in chunk 1a.
         Defines:
            NO_UID, used in chunk 4b.
         Uses uid_t 2b.
```

Declare the variables uid, to store the current user ID, and pw, to store further information about the current user.

```
\langle Print \text{ the user name associated with the current effective user ID. } 3e \rangle \equiv
3e
            uid_t uid;
            struct passwd *pw;
         This definition is continued in chunk 4.
         This code is used in chunk 1b.
         Defines:
            pw, used in chunk 4.
            uid, used in chunk 4.
         Uses passwd 2\mathbf{c} and uid_t 2\mathbf{b}.
```

```
\langle Forward\ declarations.\ 3a \rangle \equiv
   void usage();
```

3a

This code is used in chunk 1a. Uses usage 3b.

Get the effective user ID and store it as **uid**.  $\langle Print \text{ the user name associated with the current effective user ID. 3e} \rangle + \equiv$ 4a uid = geteuid(); This code is used in chunk 1b. Uses geteuid 2d and uid 3e. Check whether the effective user ID is NO\_UID, in which case we won't be able to  $\langle find \ a \ user \ with \ a \ matching \ uid \ 4c \rangle$ .  $\langle the \ user \ ID \ is \ NO\_UID \ 4b \rangle \equiv$ 4b uid == NO\_UID This code is used in chunk 4d. Uses NO\_UID 3d and uid 3e. Search the user database for an entry with a matching uid. If getpwuid fails, it returns a null pointer.  $\langle find \ a \ user \ with \ a \ matching \ uid \ 4c \rangle \equiv$ 4cpw = getpwuid(uid) This code is used in chunk 4d. Uses getpwuid 2c, pw 3e, and uid 3e. If  $\langle the \ user \ ID \ is \ NO\_UID \ 4b \rangle$  or we're unable to  $\langle find \ a \ user \ with$ a matching uid 4c, print a descriptive error message and return a nonzero status code.  $\langle Print \text{ the user name associated with the current effective user ID. 3e} \rangle + \equiv$ 4dif  $(\langle the \ user \ ID \ is \ NO\_UID \ 4b \rangle \mid | !(\langle find \ a \ user \ with \ a \ matching \ uid \ 4c \rangle))$  { printf("Cannot find name for user ID %lu\n", (unsigned long int) uid); return 1; } This code is used in chunk 1b.

 $\langle Print \text{ the user name associated with the current effective user ID. } 3e \rangle + \equiv$ 

Uses printf 2a and uid 3e.

puts(pw→pw\_name);
This code is used in chunk 1b.
Uses pw 3e and pw→pw\_name 2c.

4e

# Full Listing

```
#include <stdio.h>
    #include <sys/types.h>
    #include <pwd.h>
    #include <unistd.h>
    #include <getopt.h>
    uid_t NO_UID = -1;
9
10
    void usage();
11
12
    int main(int argc, char *argv[])
14
        if (getopt(argc, argv, "") \neq EOF) {
16
            usage();
            return 1;
18
        }
19
20
        uid_t uid;
21
        struct passwd *pw;
22
        uid = geteuid();
24
        if (uid = NO_UID || !(pw = getpwuid(uid))) {
            printf("Cannot find name for user ID %lu\n",
26
                    (unsigned long int) uid);
27
            return 1;
29
        puts(pw→pw_name);
30
31
        return 0;
32
    }
33
35
    void usage()
36
    {
37
        fprintf(stderr, "Try 'whoami --help' for more information.\n");
38
39
```

## Chunks

```
\langle * 1a \rangle \underline{1a}
(Define constants. 3d) 1a, 3d
\langle Define \ the \ main \ function. \ 1b \rangle \ 1a, \ \underline{1b}
\langle Define \ the \ usage \ function. \ 3b \rangle \ 1a, \ 3b
\langle find \ a \ user \ with \ a \ matching \ uid \ 4c \rangle \ \underline{4c}, \ 4d
⟨Forward declarations. 3a⟩ 1a, 3a
\langle Include\ headers.\ 2a \rangle\ 1a,\ \underline{2a},\ \underline{2b},\ \underline{2c},\ \underline{2d},\ \underline{2e}
(Print the user name associated with the current effective user
   ID. 3e 1b, 3e, 4a, 4d, 4e
\langle Process \ given \ options. \ 3c \rangle \ 1b, \ 3c
\langle the \ user \ ID \ is \ NO\_UID \ 4b \rangle \ \underline{4b}, \ 4d
Index
argc: \underline{1b}, \underline{3c}
argv: 1b, 3c
EOF: <u>2a</u>, 3c
geteuid: 2d, 4a
getopt: 2e, 3c
getpwuid: 2c, 4c
main: 1b
NO_UID: <u>3d</u>, 4b
passwd: 2c, 3e
printf: 2a, 4d
pw: 3e, 4c, 4e
pw \rightarrow pw_name: \underline{2c}, \underline{4e}
uid: <u>3e</u>, 4a, 4b, 4c, 4d
uid_t: \underline{2b}, 3d, 3e
usage: 3a, 3b, 3c
References
GNU. The GNU C Library: Using the getopt function. https://www.
   gnu.org/software/libc/manual/html_node/Using-Getopt.html,
   2017. Accessed: 2017-11-05.
```